Action Euro Soccer 96 with Jonathan Pearce

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I. STARTING THE GAME

A) Installing the game

Before installing Action Soccer, you will need to check that your system has the following:

- 13 Mbytes of free memory available on your hard disk
- 560 Kbytes of free conventional memory
- 3200 Kbytes of free EMS (expanded) memory
- the file MSCDEX.EXE
- for an optimum configuration, you need 6.5 Mbytes of free RAM
- your hard drive cannot be compressed
- the file SMARTDRV.EXE must be disabled.

Warning: this configuration is necessary to install and run the game!

To check the memory configuration of your system, please see in part **V**.

1. Insert the CD in the CD-ROM drive

2. Type D: (If necessary, replace D: with the letter that represents your CD-ROM drive.)

3. Type INSTALL.

4. The default installation drive used by the program is the C: drive, but you can choose another drive.

5. Choose the INSTALL option if you want to use the C: drive and copy the files to a directory called ACTION (the default directory).

6. Choose the DIRECTORY option if you want to pick another drive or directory to install the game.

7. After choosing the directory, select "FLI", then "YES" if you wish to install the sequences used for the introduction of the game and the final victory in Cup mode (These 2 sequences will use approximately 6 Mbytes on your hard disk, but aren t needed to play the game).

8. Choose "OK" and wait for the files to be copied onto your hard disk.

9. The game will start automatically. You can then select your game options in the various menus.

B) To start the game

1. Type CD ACTION (or CD and the name of the directory you chose during the installation).

2. Type AS

C) A few basics

Here are a few tips to help you move around more easily in the menus.

- To highlight the game options, use the arrow keys.
- To confirm a choice, press "Enter".
- To exit any menu screen, press "Escape" or "End".

II. MAIN MENU ACTION EURO SOCCER 96

In the first screen, two options are available to choose the type of view and the type of game.

A) Choosing the view

Selecting this box switches you from a 2-D view to a 3-D TV angle view and vice versa.
This is a very important choice and totally changes the way the game will be experienced.

2D view
This option makes the game exceptionally playable. You can see what the players see and can
view the animations down to their smallest detail.

3D TV angle view
By adjusting the camera view, and by placing it at an angle with respect to the field, a 3 dimensional effect is created, highlighting the quality of the graphics. This option creates a larger view of the field and allows you to more strategically create gaps and take advantage of holes in the defense.

B) Choosing the type of game

Action Soccer offers three game options: Exhibition Match, Cup,
Championship and Tournament.

1. Exhibition Match

You can play a friendly match with a friend (2 player mode) or against the computer (1 player mode).

2. UBI Cup

This is your chance to play for the Cup where you will have to reach the top two positions in the qualifying groups, and then win more games to reach ultimate glory! But be careful, the computer gets better after each phase, and although it s easy to win a match within a group, you will need guts and skill to make it to the finals.
Up to 8 players can participate in the UBI Cup, and there are a total of 16 available teams.

At any moment during the game, if you re getting pounded by the other team, the F10 key lets you start the match over again.

Once you ve chosen a team strategy, the tournament will begin in an order determined by the group in which you have been randomly assigned. Once a player has played a match, the result of all the games will be displayed, followed by the placing of each group. A win is worth 3 points, a draw 1 point and a lost match 0! If several teams have the same number of points, they will be judged by their goal average.

Once the first day is over, it is possible to go back to the main Cup menu to start the second day. You can also change the pre-selected options and difficulty level.

Once all the group games have been played, and if you have qualified, you will move into the final stages: quarter-finals, semi-finals and then, maybe, the final match.

Although tie games are possible in the preliminary matches, during the final stages there must be a winner. Therefore, if at the end of the match the game is still tied, one of three things may happen:

- *extra time:* depending on the duration chosen for the match. If the game is still tied
after extra time, penalties will follow.

- *penalties:* the fate of the game will be decided by the best of 5 penalties, or more if necessary.

- *sudden death:* to increase the level of stress and suspense, the first person who scores wins.

If you win the finals, you will be treated to a special celebration in honor of your team. But to get this far, you will have to fight hard!

3. The UBI Championship

This is played with 16 teams, 8 of which can be managed by a human player. You must meet each team twice in a first and a second leg. After each day of the championship, the results of all the games are displayed and the tables are updated.

As in the case of the Cup, it is possible to save your championship at the end of the day, interrupt a match and change the difficulty level during the championship.

The Championship is a long haul competition where the level of the teams managed by the computer remains the same. The main difficulty lies in good strategic management and careful attention to goal averages.

4. The Tournament

Based on the same principle as the championship, Tournament mode allows players (a minimum of 3 and a maximum 8) to compete against one another without the computer.

III. OPTIONS

Once you have selected your choice of game, confirm your choice with "Enter". The following screen will let you select the various options.

A) Number of players

- In an exhibition match, either 1 or 2 players can play.
- In the UBI Cup, from 1 to 8 players can join up to 16 teams.
- In the UBI championship, from 1 to 8 players can join a total of 16 teams.
- In the Tournament, from 3 to 8 players can compete against each other.

B) Other choices

Whichever type of match is chosen, the Options menu is displayed so that you can customize your games. To access the different options (weather, match length, keyboard/joystick, volume), choose the "Options" box.

Once an option has been selected, it will be saved by default for future games. The joystick, however, must be recalibrated each time you exit the program.

1. Weather conditions

Weather conditions have a direct influence on game play:

Sun: The weather is beautiful, the players are in top form and carry out coordinated tactics without difficulty.

Night: Although the weather stays pleasant, the players seem to be less motivated and lose accuracy and endurance. The controls lose some precision.

Rain: The match is played in lashing rain lit up by lightning. The ball is slowed down by a muddy field and players often lose their footing.

Snow: The ball is harder to control and slips more easily on the icy field.

2. Sound effects, music, commentary

You can toggle these options on or off.

3. Volume

You can change the volume of the commentary, the sound effects, the music, as well as the overall volume.

For example, if you want to reduce the crowd noise in the stadium to emphasize the commentary, select the "effects" volume and reduce it by moving the cursor. Once the four levels have been adjusted, press the Escape key to exit..

4. Replay

The replay option lets you relive all of the exciting goals. You can always skip past a replay by pressing the "Escape" key.

5. Keyboard and joystick control

You can play with the joystick or the keyboard. To choose the type of controller you prefer, select:
- Control No. 1 if you are alone or the first player.
- Control No. 2 if you are the second player.

- The keyboard :
If you choose the keyboard, the program asks if you would like to redefine the default keys for moving, shooting and passing. If the default controls suit you, then press the "Escape" key to return to the previous menu and press "OK". Otherwise, select the keys you prefer.

To avoid conflicts, player 1 cannot choose the keys defined for player 2 and vice versa.

- The joystick :
If you choose the joystick, the game will allow you to calibrate it. To do so, follow the instructions displayed on the screen:
1. Carry out a complete rotation with your joystick.
2. Press one of the joystick buttons.
3. Center the joystick.
4. Press a button again..

This last operation will bring you back to the previous screen where you should confirm your choice with "OK".

If the calibration is not carried out properly, the following message will appear on the screen:
"Your joystick is not sensitive enough" and the keyboard will be selected by default. In this case we recommend that you carry out the calibration again and really emphasize the rotation, changing the joystick if necessary if it turns out to be defective!

6. Half-time length

5 half-time durations are available: 1, 2, 4, 6 or 10 minutes. Choose the duration which suits you and return to the previous menu.

C) Computer difficulty

If you are playing a match against the computer, you can choose between 3 levels of difficulty : Easy, Medium, Hard

D) Saving and loading a game

In UBI Cup, Championship or Tournament mode, it is possible to save your game after each day if you wish to store your game or continue later.

To save a game:
1. Open the menu corresponding to the game (Cup, Championship, Tournament).
2. Choose Save.
3. Select a box.
4. Enter a name for the saved game.

To continue a game:
1. Open the menu corresponding to the game (Cup, Championship, Tournament).
2. Select Load.
3. Select the game and confirm.

E) Selecting teams

When you choose Start, you will be able to pick from 16 different teams with varying levels of abilities in: speed, endurance, dribbling, tackling, shooting and heading.

You can also create your own team, selecting your own skill levels. In order to do so, quit the game, open the ACTION directory and type: TEAMEDIT. A screen will appear with the 16 teams and their characteristics. Select the team you wish to modify and use the arrow keys to change the characteristics and the name of the team.

Press S to save and Q to quit.

If you would like to return to the original team settings, type: TEAMEDIT /DEFAULT.

F) Strategy

Once you have chosen your team, select "Begin" to open the "Strategy and Formation" screen.
To change from one formation to another, move around with the direction arrows and confirm you choice with the "Enter" key. You can choose a different formation

as often as necessary. You also have the option of changing tactics at half-time.

You have a choice of 10 formations on the field and 3 strategies: Defensive, Normal and Offensive. The Team 1 tactics and formation are displayed in blue, those of Team 2 are in red. You can select the same strategy or formation as your opponent.

The computer will select its own team and game strategy.

Once you have finished, choose the Start option and the match will begin!

G) Speeding up play

To speed up the game if your computer is too slow:

1. Turn off the REPLAY option.
2. In 2-D view, turn off the scanner (on the bottom left of the screen) using the F7 key.
3. Turn off the sound effects to avoid continuous repeats when RAM memory is low.
4. To save space on your hard disk (approx. 6 Mbytes), you can delete the introduction sequence (INTRO.FLI) and the victory sequence (WIN.FLI). To do this, open the ACTION directory. At the C:\ACTION> prompt, type: DEL INTRO.FLI or DEL WIN.FLI

IV. GAME PLAY

A) Controlling the player

The player being controlled is always indicated by a 1P or 2P sign displayed above the player.
If your player is off-screen, its position will be indicated by a hollow arrow.

If you lose possession of the ball, the player you control will then become the defensive player nearest to the ball. To continue transferring control to the defensive player closest to the ball, briefly release your controller and you will switch players.

B) Controlling the ball

The various control buttons (moving, shooting, passes) are set in the Options menu.

Passes: are carried out using the pass button, whether you are using the keyboard or the joystick. The ball will automatically be passed to the nearest player. The direction of the pass is indicated by a triangular arrow placed in front of the player in possession of the ball.
By keeping the pass button pressed, you can carry out one-twos automatically.

Shooting: use the shoot button. Depending on the direction of the ball, its speed, and the position of the player, many different types of moves are possible, such as: headers, controlling a ball in mid-air, volleys and bicycle kicks.

After touch: when a ball is in the air you can direct it using the arrow keys.

Controlling a ball in mid-air: when the player who is about to get the ball is close to the opposing goal, you can gain deadly control of a ball in mid-air. To do so, press the shoot key before the player gets the ball and you ll see some spectacular headers!

Shoulder and slide tackles: use the same keys used for passing and shooting.

C) Special Keys

- The F10 key stops the game and lets you return to the menus.
- The F8 key pauses and resumes game play.
- The "Escape" key allows you to bypass the animation displayed after a goal and the replay sequences.

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V. MEMORY REQUIREMENTS / CREATING A BOOT DISK

1. To determine the size of the available memory on your system, type M E M /C/P at the DOS prompt. A table like this will be displayed:

Modules using the first Mbyte of memory:

Name	Total =	Conventional +	Upper
MSDOS	13,149 (13K)	13,149 (13K)	0 (0K)
HIMEM	1,168 (1K)	1,168 (1K)	0 (0K)
EMM386	8,464 (8K)	8,464 (8K)	0 (0K)
MTMCDAI	9,408 (9K)	9,408 (9K)	0 (0K)
PROS	2,032 (2K)	2,032 (2K)	0 (0K)
COMMAND	3,296 (3K)	3,296 (3K)	0 (0K)
MSCDEX	36,224 (36K)	36,224 (36K)	0 (0K)
KEYB	6,944 (7K)	6,944 (7K)	0 (0K)
Free	574,608 (561K)	574,608 (561K)	0 (0K)

State of the memory

Memory type	Size =	Used +	Free
Conventional	655,360	80,752	574,608
Expanded	0	0	0
Reserved	393,216	393,216	0
Extended (XMS)*	15,728,640	491,520	15,237,120
Total memory	16,777,216	965,488	15,811,728
Total under 1 Mbyte	655,360	80,752	574,608

Total expanded memory (EMS) 3,670,016 (3,584K)
Free expanded memory (EMS)* 3,276,800 (3,200K)

*EMM386 uses XMS memory to simulate EMS memory when necessary. The free EMS memory can change in function of the free XMS memory.

Maximum size of executable program 574,432 (561K)
Maximum block of free upper memory 0 (0K)
MS-DOS resident in upper memory (HMA).

The figures in this table give you information on the state of your memory. In this example, you can read that there are:

- 15,811,728 Kbytes of free RAM

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- 561 Kbytes of free conventional memory
- 3,276 Kbytes of EMS memory.

This configuration is therefore sufficient for installing Action Soccer.

2. If you have SMARTDRV.EXE installed, you must disable it by adding the letters REM in front of the corresponding lines in your AUTOEXEC.BAT file. To access your AUTOEXEC.BAT file, type EDIT AUTOEXEC.BAT at the C:\> prompt and edit the line so that it reads:

REM SMARTDRV.EXE

The REM letters tell the program not to take this instruction into account. After having modified your AUTOEXEC.BAT file, reboot your computer so that it accepts the new configuration.

3. Command lines needed in your CONFIG.SYS and AUTOEXEC.BAT:

CONFIG.SYS

(Here is a typical example of a CONFIG.SYS file that will run Action Soccer)

DEVICE=C:\DOS\HIMEM.SYS (Essential for accessing upper memory)
DEVICE=C:\DOS\EMM386.EXE 3200 (Essential to have 3200 Kbytes of EMS.)
DOS=HIGH (Essential to load DOS in high memory.)
DEVICEHIGH=C:\SB16\DRV\SBCD.SYS /D:MSCD001 /P:220
(Essential to enable the CD- ROM device driver. This line will vary depending on the type of CD-ROM drive installed. You can find the exact line in your CONFIG.SYS file on your hard disk by typing EDIT CONFIG.SYS)
FILES=40
BUFFERS=20

AUTOEXEC.BAT

(Here is a typical example of an AUTOEXEC.BAT file that will run Action Soccer.)

PROMPT PG
PATH=C:\DOS
SET SOUND=C:\SB16
SET BLASTER=A220 D1 I5 H1 T4 (Optional to enable your sound card.)
DEVICEHIGH=C:\SB16\MSCDEX.EXE /D:MSCD001 /V /M:10
(Essential to enable your CD-ROM drive. To free even more conventional memory, the /M:10" setting can be reduced. For example, you can use /M:4".)

B) Creating a boot disk

If you are experiencing difficulty freeing up enough conventional memory to start Action Soccer, you may want to create a DOS boot disk which will make installation easier.

To create a DOS boot disk, you need a blank disk the same size as your A: drive. Then you must do the following:

1. Type C: and press Enter
2. Insert a blank diskette into drive A:.
3. Type Format a:/s and press Enter.
4. You will be asked to insert a diskette into drive A:. Press Enter.
5. Once the formatting process has ended, type in a label name for the diskette or simply press
Enter for no label.
6. You will be asked if you want to format another diskette. Type N and press Enter.
7. Now you will create a CONFIG.SYS file on your boot disk. At the C: prompt, type EDIT A:\CONFIG.SYS and press Enter.
8. When the blank edit screen appears, type:

DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE
DOS=HIGH
FILES=40
BUFFERS=20
DEVICEHIGH=C:(Here you need the path to your CD-ROM driver.)

Add the path of your CD-ROM driver to the end of the last line just as it appears in your CONFIG.SYS file on the root directory of your hard drive. To view this line, type the following from the DOS prompt:

TYPE C:\CONFIG.SYS and press Enter.

When the CONFIG.SYS file is displayed, look for the line that manages your CD-ROM drive and write it down on a piece of paper. A sample line might read:
DEVICEHIGH=C:\SB16\DRV\SBCD.SYS /D:MSCD001 /P:220

9. Exit and save this file by pressing:
ALT-F
X
Y
10. Now you must create an AUTOEXEC.BAT file on your boot disk. Type:
EDIT A:\AUTOEXEC.BAT and press Enter.
11. When the blank edit screen appears, type:
PROMPT PG
PATH=C:\DOS
SET SOUND=C:\SB16
SET BLASTER=A220 D1 I5 H1 T4

The last two lines may be slightly different depending on your sound card settings and what type of card you have. You can find the exact settings in your AUTOEXEC.BAT file on your hard drive or in your sound card documentation.

DEVICEHIGH=C:\(path)\MSCDEX.EXE
(the parameters as they appear in AUTOEXEC.BAT file)

Add the correct path and parameters for your MSCDEX.EXE file as they appear in your AUTOEXEC.BAT file. To view this file, type the following from the DOS prompt: TYPE C:\AUTOEXEC.BAT and press ENTER.

When the AUTOEXEC.BAT file is displayed, look for the line with MSCDEX in it

and write it down on a piece of paper. A sample line might read:

DEVICEHIGH=C:\SB16\MSCDEX.EXE /D:MSCD001 /V /M:10

12. Exit and save this file by pressing:

ALT-F

X

Y

13. Restart your machine with your newly created DOS boot disk in drive A:. The computer will boot up to the A:> prompt.

14. Type C: and press Enter to return to your hard drive. (Remember to reboot your PC with the DOS boot disk each time you want to play Action Soccer.)

VI. CREDITS

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